

Disney PRESENTS A PIXAR FILM

THE INCREDIBLES

RISE OF THE UNDERMINER



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

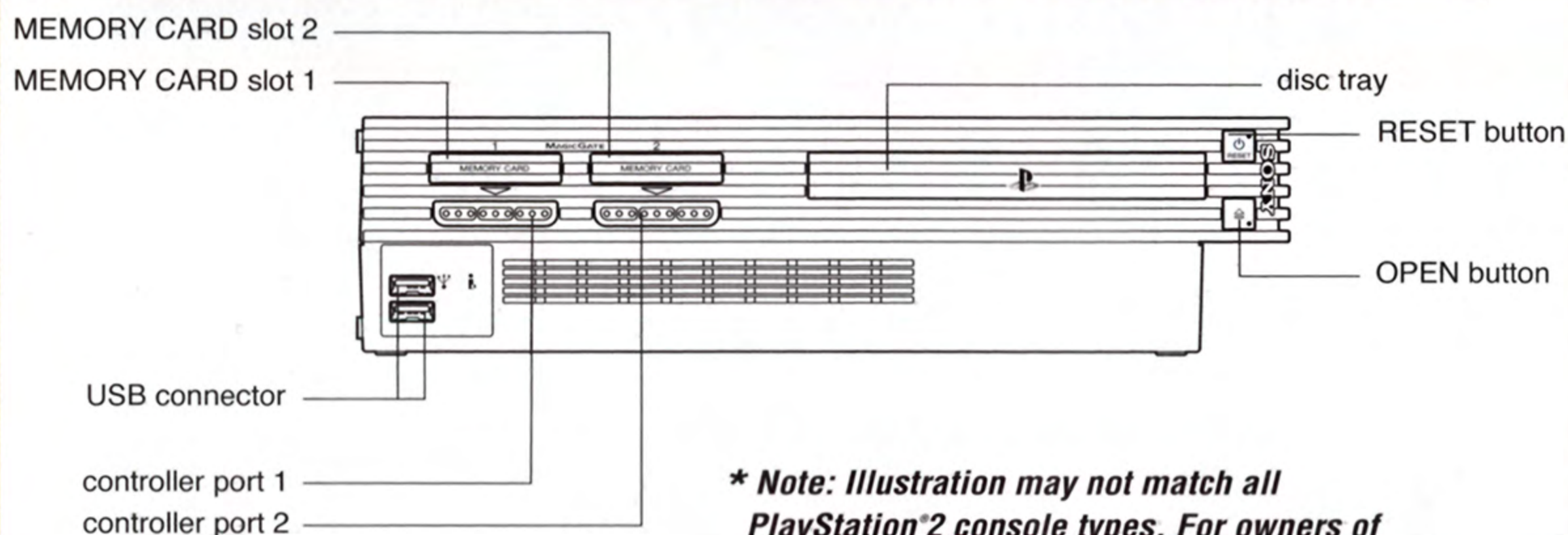
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

1

Getting Started	2
Controls	3
The Adventure Continues	4
Main Menu Options	5
Pause Menu	6
Game Screen	7
Super Upgrades	8
Joining a Game	9
Items	10
Credits	11
Limited Warranty	17



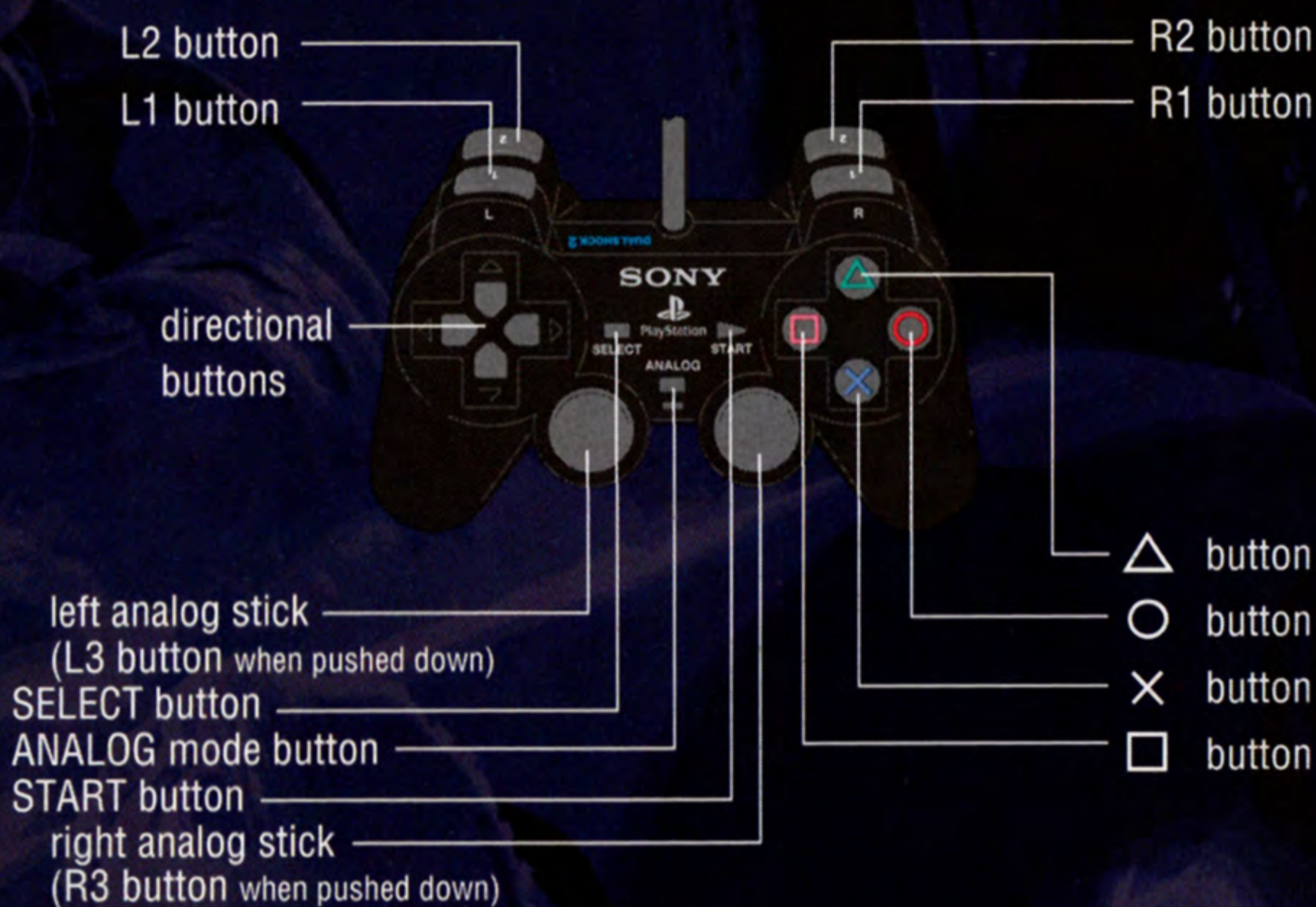
*** Note:** Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the directions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator light comes on, press the OPEN button and the disc tray will open. Place the *Disney presents a Pixar film, The Incredibles: Rise of the Underminer* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

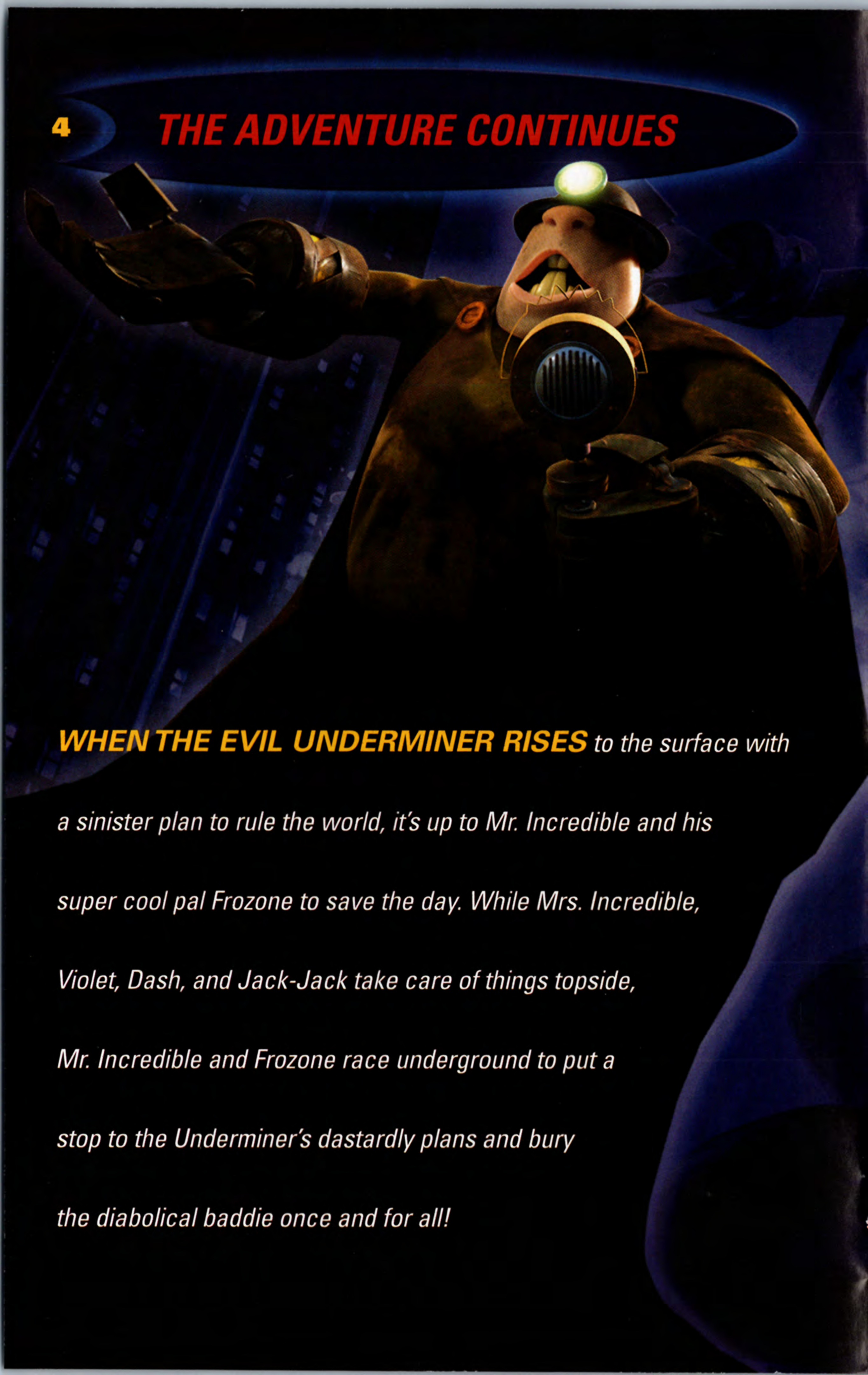


MAIN MENU CONTROLS

- directional buttons . . . Highlight Menu Selection
- left analog stick Highlight Menu Selection
- × button Confirm Menu Selection
- △ button Return to previous menu

GAME CONTROLS

- left analog stick Control Your Character
- up directional button Switch Playable Characters
- down directional button Set the AI to Guard Mode
- right directional button Set the AI to Follow Mode
- left directional button Set the AI to Aggressive Mode
- right analog stick Multi-Directional Dodge
- × button Jump
- button Punch
- or ○ button in mid-air Mr. Incredible: Ground Pound, Frozone: Ice Glide
- button Mr. Incredible: Pick up/Throw, Frozone: Freeze Ray
- △ button Interact
- L1 button + R1 button Super Move
- SELECT button Upgrade Screen

A full-page illustration of Mr. Incredible from the Pixar movie 'The Incredibles'. He is shown from the waist up, wearing his iconic brown superhero suit. He is in a dark, blue-toned cave or underground setting. He wears a black miner's hat with a glowing yellow light on top. His mouth is wide open in a shout, revealing a large, circular, metallic ventilation grille. His right arm is raised, holding a black rectangular device. The background shows the curved, rocky walls of the cave.

4

THE ADVENTURE CONTINUES

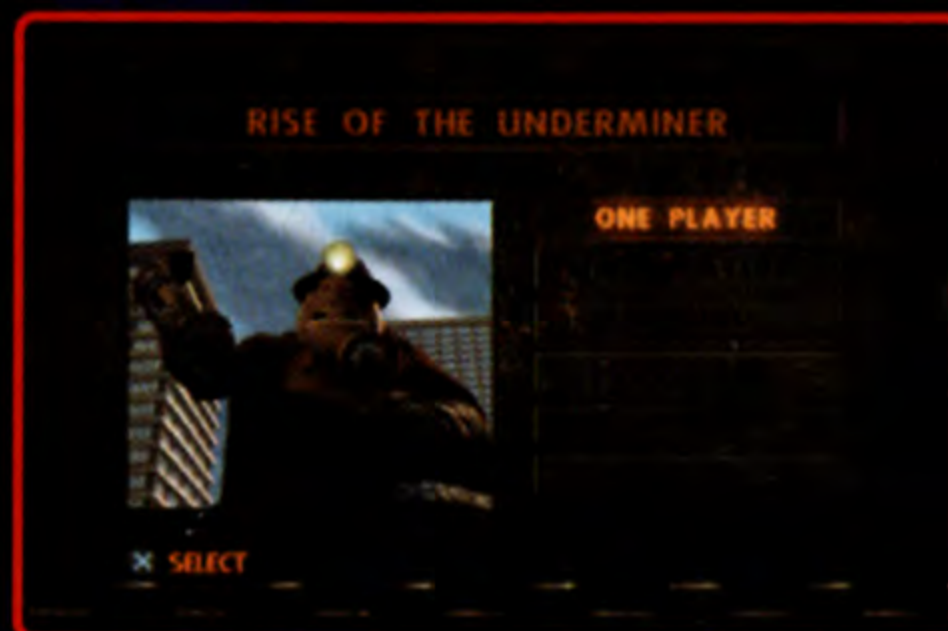
WHEN THE EVIL UNDERMINER RISES to the surface with a sinister plan to rule the world, it's up to Mr. Incredible and his super cool pal Frozone to save the day. While Mrs. Incredible, Violet, Dash, and Jack-Jack take care of things topside, Mr. Incredible and Frozone race underground to put a stop to the Underminer's dastardly plans and bury the diabolical baddie once and for all!

MAIN MENU OPTIONS

5

ONE PLAYER

Highlight this option with the directional buttons/left analog stick, and then press the  button to begin a brand-new adventure! When you begin, you'll be asked whether you'd like to create a Save File. You need a memory card (8MB)(for PlayStation®2) to save your game — make sure you have one inserted! You can have up to three Save Files.



TWO PLAYER *(Requires a controller connected into controller port 2)*

Highlight this option with the directional buttons/left analog stick, then press the  button to take on the Underminer with a friend! When you begin, you'll be asked whether you'd like to create a Save File. You need a memory card (8MB)(for PlayStation®2) to save your game — make sure you have one inserted! You can have up to three Save Files.

LOAD GAME

During your game, you can save your progress at any time to a memory card (8MB)(for PlayStation®2). Use this option to access your saved games and race back into action right where you left off.

OPTIONS

Music Volume: Turn the Music Volume (the tune playing in the background) up or down.

SFX Volume Control: Turn the SFX Volume (the game's grunts and zaps) up or down.

Controls: View your Control Configuration.

Vibration: Select your vibration mode here.

Sound Mode: Choose Mono, Stereo, or Dolby Surround®.

Screen Adjust: Adjust your screen position.

BONUS

Access bonus items and view previews for upcoming THQ games.

CREDITS

View the list of the incredible people who helped create this game!

PAUSE MENU

Press the START button at any time during the game to pause the action and access the Mission Select Screen.

Mission Select: Enables you to replay any mission you've already unlocked.

Select: Press the  button to confirm a selection on this screen.

Press the  button to access the options menu and stats screen.

Press the  button to exit out of any menu.

Secondary Goals: Aside from your primary mission in each level, you'll also have a secondary goal. The first is to reach your damage goal. The second is to pass the level without being defeated. Challenge yourself to meet the secondary goals! How Super are you??



MENU AND STATS

Press the  button to access the following menu:

Options: Allows you to access the previous Options Menu.

Quit Game: Supers never give up. But if you do need to take a quick break, then use this option to exit the game. Don't forget to save!

Save Game: Save your adventure at any time.

Gallery: If you've unlocked any bonus art, you can view it here.

Secrets: What's the password? Hmmm ... Enter your secret codes here.



To the right of the menu, you will see two boxes - one for Mr. Incredible and one from Frozone. Each contains the current stats for that hero.

Health: The first number shows your current level of health and the second number shows your maximum health level.

XP: This keeps track of the current number of experience points that you've earned. The more points you earn, the more upgrades you can obtain.

Next Upgrade: The amount of experience points needed to earn the next upgrade.

GAME SCREEN

7

Left Icon: Indicates which player you're currently controlling. If it's Mr. Incredible, you'll see his trademark "i." If you're using Frozone, you'll see an "F."

Right Icon: This shows what mode the character you're not controlling is currently in.



Aggressive: If you see one arrow moving in this icon, it means your buddy has got your back - no matter what.

Follow: Two arrows means that your buddy will fight by your side, but not too closely.

Guard: A circle with a ring around it denotes that your partner is in guard mode. Use it when you want him to stay put while you check something out.

Defeated: Uh-oh! If you see a star moving around this icon, your partner will need to take a breather to regain his strength. You won't be able to switch between characters until he gains his strength back.

RIGHT ICON (Two Player Game)

When playing a two-player game, the Health and XP for Player Two will be displayed in the Right Icon.

HEALTH METER

Shows your current health count. Don't let it run out or you'll have to take a knee.

XP METER

Keeps track of your current experience points and the experience points goal needed to receive your next upgrade point.

SUPER MOVES

You can only store one super move initially, but throughout the course of the game you'll be able to store up to three super moves, so use them wisely - and only when absolutely necessary!

UPGRADE

When you fill your XP meter, you will earn a move upgrade. Press the SELECT button to go to the Upgrade screen and choose what you want to upgrade!

SUPER UPGRADES

You've earned some Upgrade Points — now it's time to cash them in and make your supers even more super!



MR. INCREDIBLE UPGRADES

Health: Increase your health and you'll be able to stay in the game that much longer.

Power Punch: Pack those punches with a little extra power.

Incredi-slam: Increase how hard you pound the ground and watch those robots fly!

Throw: Pick up stunned robots and toss them straight into the junk pile. The more you upgrade, the more explosive your throw will be!

Super Move: Want to carry more than one Super Move? Upgrade this and you can carry up to three.

FROZONE UPGRADES

Health: More health means more time for fightin' the good fight.

Ice Punch: Make those punches a little more powerful!

Ice Glide: Glide farther and cause more frozen damage.

Freeze Ray: Upgrade here to put those robots on ice even faster!

Super Move: Want to carry more than one Super Move? Upgrade this and you can carry up to three.

JOINING A GAME

9

If you're playing a One Player game, you can have a friend join in at any time! Just make sure there is a controller connected to controller port 2 and then press the START button on the second controller to bring up the following menu.



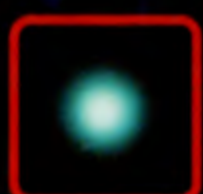
Join This Game: Select this option and you'll join the action immediately!

Return To Game: Select this option if you've changed your mind and want to go back to the One Player game.

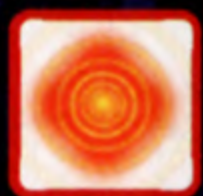
If you'd like to leave a previously joined game, press the START button on the second controller and simply select the "Drop out of this game" option.

**HEALTH**

As you defeat enemies, you'll see these flying towards your Health meter. Each one will replace a portion of the health you've lost and will help you go that extra mile.

**XP**

When you defeat an enemy, you'll see these flying towards your XP meter. Each one brings you closer to earning your next upgrade point!

**SUPER MOVE**

If you see this floating over an enemy, make sure to take him out because you'll earn a Super Move for your efforts! Use your super moves wisely as they are few and far between.

**BONUS ITEM**

Hidden throughout the game, find them to unlock artwork in the Gallery.

**INCREDI-POINT**

These icons represent items that Mr. Incredible and Frozone can interact with.



Mr. Incredible Icon: This incredible red icon means that only Mr. Incredible can interact with this item.



Frozone Icon: An icy blue icon indicates that it's a Frozone-only interaction item.



Dual Icon: Both red and blue, this icon allows either super to interact with the item.

CREDITS

11

DEVELOPED BY HEAVY IRON STUDIOS

Producer

Stephen Townsend

Creative Director

Gregory Ecklund

Lead Programmer

Mark Pope

Programmers

Chris Bannock
Kin Wai Choi
Amrit Dharwadkar
Randy Dillon
Matt Gilgenbach
Adam Hayek
Dan Kollmorgen
Neil Kaapuni
Chris Masterton
Ross McIntosh
Karen Paik
Tolga Tekin
Svetoslav Todorov
Eric Will

Lead Game Designer

Matt Coohill

Game Designers

Gary Brown
Jason De Heras
Matt Ekins
Tony Fiorella
Lynn Henson
Pat Lavelle
Keith Nakamura
Razmig Pulurian
Kirk Tome

Additional Game Design

Gary Sproul

Art Director

Sean Ro

Lead Artist

Scott Chiu

Artists

Joffery Black
Brice Broaddus
Alex Chavez
Dorothy Chen
Yongwoo Cho
Candice Colbert
St. John Colon
John Enricco
Sean Ho
Harbell Ilustre
Sylvia Park
Reiko Sato
Ed Trillo

Lead Animator

Kyle Kirby

Character Animation Team

Vivien Chang
Daniel Fiske
Chee Lau
Gary Myers
Thom Olson
Saurav Sarkar
Miyuki Yamato

Animation Managers

Mike Dietz
Scott Easley

Associate Producers

Kristian Davila
Diana Wu

Lead Tester

AJ Hernandez

Testers

Elizabeth Addis
Brian Carr
Garner Knutson
Chris McLeroy
Paul Sanders
Craig Scheile
William West
Mandy Jenkins

Audio Department

William Nadel
Robert Wright

Programming Support

Jason Hoerner
Daniel Sass
Justin Wilder

Executive Producer

Lyle Hall

Director of Development

Shiraz Akmal

Studio Art Director

Jeff Berting

Design Director

Kevin Perry

Localization Manager

Amy Small

Additional Production Support

Keith Pope

Additional Artwork

R. Scott Caple

Sound Design

Tommy Tallarico Studios, Inc.

Sound Designer

Joey Kuras

Music Composed by

Michael Giacchino and Chris Tilton

Themes by

Michael Giacchino

Conducted & Orchestrated by

Tim Simonec

Additional Orchestrations

Gordon Goodwin and Chris Tilton

Score Recorded & Mixed by

Dan Wallin

Score Recorded & Mixed at Eastwood Scoring Stage

Score Music Editor

Alex Levy

Score Assistant

Chad Seiter

Orchestra Contractor

Reggie Wilson and Connie Boylan

Music Preparation by

Greg Nestor

Orchestra Performers

The Hollywood Studio Symphony
American Federation of Musicians

Additional Development

Tom Breeden
Chris Elion
Joel Goodsell
Hong Ly
Travis McIntosh
Philip Nowell

Senior IT Administrator

Joachim Thuau

IT Assistant

Geoffrey Emerson

Operations Manager

Colin Walter

Office Assistant

Angie Kim

Special Thanks

All of our family, friends and loved ones for their inspiration and support.

THQ Inc.

Senior Vice President Worldwide Marketing
Peter Dille

Director Global Brand Management
John Ardell

Senior Global Brand Manager
Trent Hershenson

Brand Manager
Ali Bouda

Global Localization Manager
Amy Small

Director of Creative Services
Howard Liebeskind

Creative Services Manager
Kirk Somdal

Creative Services Coordinator
Melissa Donges

Director of Media Relations
Liz Pieri

Senior Media Relations Manager
Kristina Kirk

Media Relations Manager
Kathy Mendoza Bricaud

Video Production Manager
Christopher Folino

Video Production Coordinator
Melissa Rivas

Instruction Manual
David S J Hodgson

Packaging and Manual Design
PRICE

Director, Quality Assurance
Monica Vallejo

QA Manager
Mario Waibel

Test Supervisor
David Sapienza

Test Leads
Luis Sanchez
Amin Razi
Jonathan McMullen

Testers

Stephanie Candler
Jennipher Cunningham
Jessica Ferrarella
Marcus Morgan
Steve Kitchens
David Choe
Jason Danell
Aaron Lopez
Tom Lintern
Huzaifa Mogri
Desmond Stockard
Ian Tharp
Lukas Weyandt
Josh Paik
Jennifer Henschel
Michael Boardman
Scott Young
Patrick Thomson
Carlos Aguilar
Sergio Mimikos
Brent Charlton
Eva Keyes
Michael Worden
Ryan Hedge
David Joel

First Party Supervisor
Jason Tani

First Party Specialists
Arielle Jayme
Alexis Ladd
David Marino
Michael Ricco
Robin Torres

QA Operations Manager
Mario Waibel

QA Technicians
James Krenz
Brian McElroy

Mastering Lab Technicians
Charles Batarse
Glen Peters
Jon Katz

Database Applications Engineer
Jason Roberts

Game Evaluation Team
Sean Heffron
Matt Elzie
Scott Frazier

THQ INTERNATIONAL

Director, Global Brand Management
Michael Pattison

Senior Global Brand Manager
Jennifer Wyatt Ambler

Assistant Global Brand Manager
Sarah Nicholson

International Art Director
Till Enzmann

Internal Creative, DTP Operator
Anja Untiet
Detlef Tapper
Dirk Offenberg
Jens Spangenberg
Ramona Sackers
Ramona Stell

Director of Localization
Susanne Dieck

Localization Engineer
Bernd Kurtz

Marketing Director, UK
Richard Williams

UK Product Marketing Manager
Angela Bateman

UK PR Manager
Helen Jones

Marketing Director, Germany
Paul Ashcroft

Product Manager, Germany
Bettina Nonn

Head of PR, Germany
Georg Reckenthaeler

Marketing Director, Asia Pacific
Mike Kolodzinski

Senior Product Manager, Asia Pacific
Elizabeth Kotevska

PR Coordinator
Katherine Charles

Marketing Director, France
Sébastien WADOUX

CREDITS

13

Marketing Manager, France

Virginie Zerah

PR Manager, France

Jérôme Benzadon

Marketing Director, Spain

Pablo Camacho

Product Manager, Spain

Fermín García

PR Manager, Spain

Jorge Nicolás Vázquez

Marketing and Sales Director, Benelux

Jeroen Pompen

Country Manager, Korea

Sam Park

Operations Coordinator, Korea

Rachel Lee

Special Thanks

Jenni Carlson
Chad Ellman
Brian Farrell
Germaine Gioia
Dave Hoffman
Jim Kennedy
Lupe Ocaranza
Terri Schiek
Fernando Velloso
Kris Buccieri
Tiffany Ternan
John Trudeau
David Kim
Ian Curran
Martin Good
Roy Campbell
Miguel Canut
Rory Donnelly
Axel Herr

PIXAR**Director**

Brad Bird

Producer

John Walker

Script/Story Lead

Mark Andrews

Animator

Mike Venturini

Director of Marketing

Mary Conlin

Consumer Products Manager

Michele Spane

Consumer Products Project Manager, Interactive

Anne Moore

Consumer Products Production Assistant

Jonathan "Jrod" Rodriguez

Consumer Products Artist

Ben Butcher

Special Thanks

Andy Dreyfus
Leeann Alameda
Angus MacLane

DISNEY INTERACTIVE**Associate Producer**

Bob Quinn

Executive Producer

Rachel DiPaola

International Localization

Ann Marie Riccio
Alex Coward
Megumi Arai
Yasuhiro Nishimura
Stephan Gonizzi

Senior Marketing Manager

Rob Alvarez

Associate Marketing Manager

Angela Adams

Featuring the Voice Talents of

Greg Ellis
Deena Freeman
Guy Hadley
Philip Lawrence
Richard McGonagle
Jon Olson
Rob Paulsen
John Ratzenberger
Isaac Singleton Jr.

Disney Character Voices Voice Direction

Ben Hoppe and Renée Johnson

Production Management

Bryan Monroe

Recording Engineer

Randy Coppinger

Script Editor

Ben Hoppe

Production Support

Jen Horn

Technical Support

Ethan Friedericks

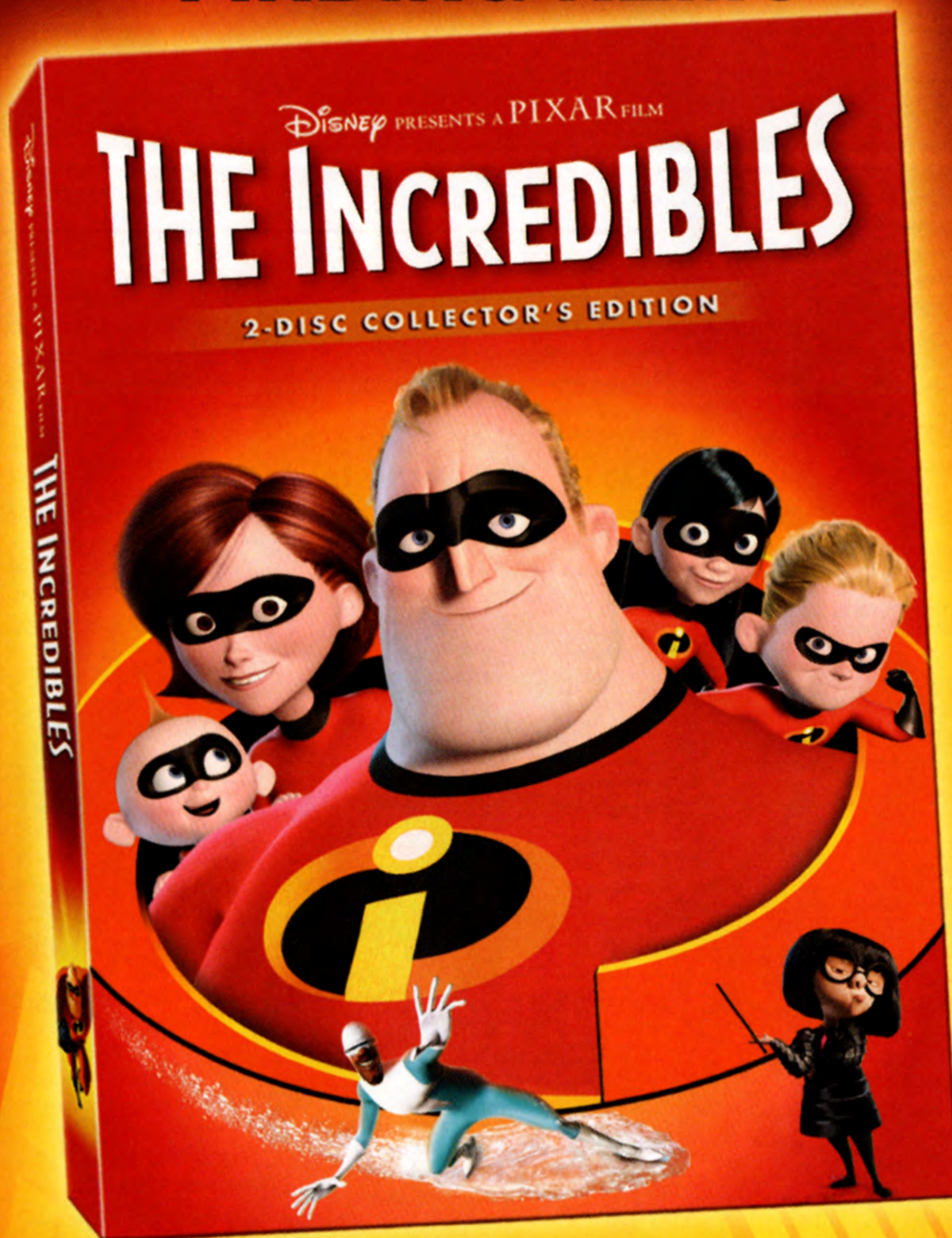
Special thanks to our 'Incredible' Disney Friends

Andrew Nigel Fisher
Barbara Gleason
Philippe Juton
Tamira Webster
Jacqueline Sandee Valle



The Incredibles © Disney/Pixar. Licensed by THQ Inc. Developed by Heavy Iron Studios. Uses Bink Video. Copyright © 1997 - 2004 by RAD Game Tools, Inc. Heavy Iron Studios, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

FROM THE CREATORS OF
FINDING NEMO



DVD BONUS FEATURES

- **Jack-Jack Attack** Original Short
- Deleted Scenes
- Hilarious Outtakes
- And Much, Much More!

NOW ON DVD
COMING TO THE
PSP™ SYSTEM NOV. 15

PG PARENTAL GUIDANCE SUGGESTED
SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN
For Action Violence
Bonus Material Not Rated

Distributed by Buena Vista Home Entertainment, Inc.,
Burbank, CA 91521. © Disney/Pixar

P I X A R
ANIMATION STUDIOS


Buena Vista
Home Entertainment



EXPECT THE INCREDIBLE!



P I X A R
ANIMATION STUDIOS



PlayStation®2

AVAILABLE NOW
www.IncrediblesGame.com

The Incredibles © Disney/Pixar. © THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

REGISTER YOUR GAMES

ONLINE AT www.thq.com



my THQ

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- » Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- » Get the latest THQ newsletters
- » Access the Career Zone, Forum and online games
- » Download the latest demos and patches
- » Easy to use site for all THQ gaming information
- » Quick links to search by title or platform
- » Be considered for beta testing and help shape the THQ games of the future

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **46077**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.

Customer Service Department

29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof-of-purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof-of-purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

Disney PRESENTS A PIXAR FILM



*Video Game
Available
Spring 2006*

P I X A R
ANIMATION STUDIOS



www.thq.com



Visit www.esrb.org
for updated rating
information.



Available for the PlayStation®2 computer entertainment
system and PSP™ (PlayStation®Portable) system.

THQ INC., 29903 Agoura Road, Agoura Hills, CA 91301

Cars © Disney/Pixar. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately).

106219